

BREKK BOCKRATH

I am a software engineer with a deep focus on JavaScript. I am well-versed in providing a good user experience built with clean and simple software. I've served in a range of roles, from individual contributor to front-end technical lead of a small front-end team of eight. I enjoy mentoring and sharing knowledge, especially when working with active learners.

I learn quickly and I'm passionate about building both clean, data-driven interfaces and the frameworks that power them. I love anything that lives in the front-end or JavaScript. For the past few years I've been learning and trying to teach the patterns of functional programming — I'm still a journeyman but I am very excited by the clarity, ease-of-maintenance and safety that FP provides. (I also wrote about it [here](#).) I'm fascinated by the visualizations of complex systems and programs which can be run on themselves.

Here are some open-source modules I've published:

- **katsu-curry** for multiple different flavors of currying in JS
- **handrail** for adding safety to functional composition pipelines
- **entrust** to allow for delegatee-last tacit programming
- **blem** to facilitate the creation of BEM-syntax style selectors
- **snang** for tacit programming in the command line

Find more on my site:



EXPERIENCE

FEBRUARY 2021 - PRESENT

FRONT-END ENGINEER @ [charly.education](#) ; BERLIN, GERMANY

- Maintained a legacy React web application: **Technologies:** react; redux; pdfkit
- Implemented several CI / CD changes: **Services:** Circle CI
- Built a fresh Next.js implementation of StudyTogether, a Discord-based study server
Technologies: next.js; react; emotion; oauth **Integrations:** Discord

APRIL 2020 - FEBRUARY 2021

FRONT-END TECH LEAD @ ebay / mobile.de ; BERLIN, GERMANY

- Worked as a frontend lead for a team of six
- Maintained several legacy codebases *Technologies*: jquery; angular
- Built a tool for parsing soy templates and automatically converting them to JSX / React components *Technologies*: react; soyparser; snang

JUNE 2019 - APRIL 2020

SENIOR FRONT-END ENGINEER @ Pincamp ; BERLIN, GERMANY

- Worked as a front-end engineer in an engineering team of ten
- Migrated a legacy codebase to gatsby; improving page load speed by 3x
- Created tooling to help automate builds and prevent common pitfalls, using lint-staged and several small scripts build on top of snang

OCTOBER 2018 - JUNE 2019

FRONT-END DEVELOPER @ SF Networx ; DENVER, CO

- Did contracting work for Long View Systems, including:
 - Built an internal invoicing tool using electron-pdf which allowed for dynamic generation of PDFs using Markdown and scss
 - Built an internal CMS tool using express, axios and oauth

FEBRUARY 2018 - SEPTEMBER 2018

FRONT-END ENGINEER @ Golden ; SAN FRANCISCO, CA

- Served as a front-end engineer in a small team of ten
- Added integration tests via nightmare
- Re-built old homepage using rollup and xray
- Added "Issues" feature for suggesting changes to the content of the page

JUNE 2015 - AUGUST 2017

FRONT-END TECH LEAD @ Fanatics ; SAN MATEO, CA

- Served as a front-end tech lead for a team of eight
- Built two versions of a framework for CMS tool, Lumen, for managing the content-authoring of white-label sports sites, including layouts, components and experimentation. *Technologies*: react; redux; mobx; express; fluture; ramda; scss

- Worked as a re-platforming engineer and augmented views to support a new style / theme. **Technologies:** jQuery; postcss; scss

DECEMBER 2013 – JUNE 2015

FRONT-END ENGINEER @ Watchwith ; SAN FRANCISCO, CA

- Served as technical lead for a two-person front-end team
- Built software for a second-screen application to keep broadcasters "in-sync" (using an external API) with television-based data, including live broadcasts. **Technologies:** JavaScript; HTML5 video; CSS **Integrations:** ThePlatform (Video); Telescope (Voting)

JANUARY 2010 – 2013

INDEPENDENT ENGINEERING CONTRACTOR; BOULDER, CO

- For **Cardinal Peak**, completed functional enhancements to a television-based user navigation system for Blockbuster/Samsung. **Technologies:** JavaScript; HTML5
- For **Mischievous Grin**, developed educational game framework and proof of concept. **Technologies:** MongoDB; node; express; grunt; mongoose; JSON; HTML5 Canvas; git
- For **Apple**: Developed and implemented an automated image quality report generator. **Technologies:** PHP; CSS; XHTML
- For **Imatest**: Designed and developed server-side, database and UI components for an image quality analysis system. **Technologies:** PHP; SOAP; MySQL; HTML5; CSS; XML; JSON; jQuery; scss

JANUARY 2012 – AUGUST 2012

SOFTWARE ENGINEER @ Upsync ; BOULDER, CO

- Designed and implemented a client-side application for creating and editing ad-hoc HTML forms. **Technologies:** JavaScript; jQuery; XHTML
- Helped develop and maintain a CMS web application which allowed syncing between servers and remote iOS devices. **Technologies:** XHTML; HTML5; jQuery; SVN; CSS; sass; MySQL; WebSQL

EDUCATION

BACHELOR OF FINE ARTS

University of Auckland, New Zealand - 2009

Emphasis: Computer-based graphic design; Interactive time-based media & Film